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## NTT DoCoMo's touchable 3D display prototype seamlessly integrates haptics, chameleons



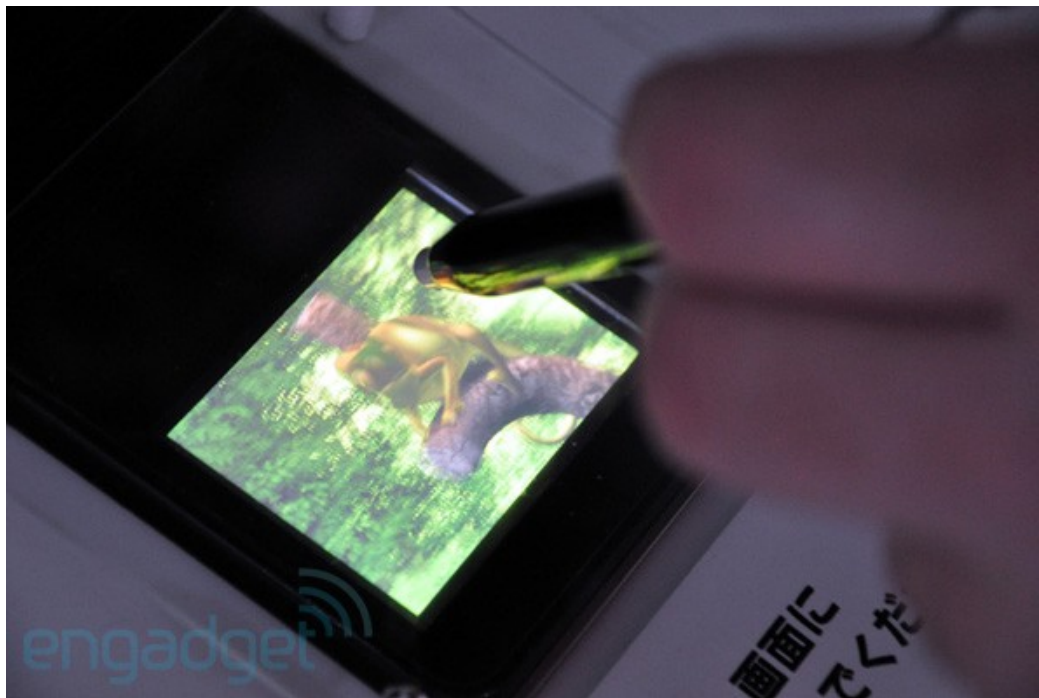
October 6th, 2010



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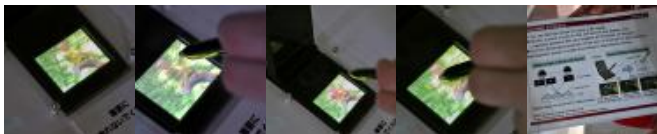


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Okay, that might not be a chameleon -- we're not the reptile experts we wish we were -- but NTT DoCoMo claims it is. Regardless, we were pretty impressed with this little setup [NTT DoCoMo](#) had going in the R&D (that is, not-for-production-just-yet) section of its [CEATEC](#) booth. The crown jewel of the setup is a small glasses-free 3D display -- obviously intended to mimic the size and style of display you'd see on a phone -- with stereoscopic cameras just above it to detect the presence and position of an attached stylus. As you move the stylus toward a point on the display, the cute little beast lashes its tongue out in the direction of the tip, and a surprisingly strong haptic kick is generated inside the stylus through an inductive coil to mimic the effect of the tongue hitting you. It's pretty obvious that something like this would have neat implications for mobile gaming... but like everything in NTT DoCoMo's R&D department, it's going to take a while to get to retail -- and even when it does, it'll very likely be Japan-only. Follow the break for video.

Gallery: [NTT DoCoMo's Touchable 3D display prototype](#)



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## ASRock Vision 3D HTPC reviewed: it's the best, guys

October 6th, 2010 Engadget

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Not so keen on the idea of buying something with an [ASRock](#) logo on the front? It's about time to shake your mainstream expectations, vaquero. *AnandTech* just got their paws around one of the company's highest-end SFF HTPCs, and while we knew from glancing it at [Computex](#) that it was primed to perform, the real-world results have shown that it actually is capable of impressing. In fact, these guys called the [Vision 3D HTPC](#) "the best SFF HTPC [they had] ever reviewed, hands down," noting that the 2.4GHz Core i3-370M and GeForce GT425M GPU enabled a "quantum leap" in gaming performance for a

system of this caliber. Of course, it checks in at just under a grand, but the inclusion of Blu-ray and an HDMI 1.4a port help to "justify the premium pricing." Critics also found the machine to be an easy overclocker, appreciated the trio of USB 3.0 ports and found the "perfect wake-up from sleep" to be a welcome extra in a world of quiescent PCs. No need to take our word for it — hit that source link to see just how heavily the pros outweigh the cons.

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## Avatar box-set Blu-ray incoming: But still no 3D

 October 5th, 2010  [Pocket-lint 3D](#)

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Extended cut alongside two theatrical versions



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Avatar is all set for another Blu-ray release, but sadly there's still no sign of a 3D Blu-ray release.

This is bad news because without the amazing 3D effects, you're basically going to be watching a poor Pocahontas rip-off.

Until the 3D Blu-ray gets an official airing, possibly bundled with Panasonic 3D kit before the year is up, then this latest release will have to stem your Avatar cravings, should you have any.

In this box set, you'll be treated to three versions of the film on one disc; the original cinema release, the special edition that is enjoying a cinema run now, and an extended cut with 15 minutes of never-before-seen action as well as an alternate beginning.

"I told our team - let's do the ultimate box set of Avatar, with everything in it the fans could possibly want", said director James Cameron, who obviously forgot about the 3D features.

"There's an extended length cut that's sixteen minutes longer, plus documentaries, behind the scenes featurettes, artwork and over 45 minutes of deleted scenes. Everything worth putting into a special edition is in this set".

Really?

Anyway, as well as the three versions you'll also get an extra two discs containing bonus material including BD-live features.

The Blu-ray box set will cost around ?25, with a DVD option for around ?5 less. There will also be a Limited Edition (only 1000 copies) edition on sale for ?100 that comes with a hardback book, artwork and a film-cell signed by Cameron.

The release date is 15 November.

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## Toshiba Regza GL1 3D preview: no frills, no glasses, some issues (video)

 October 5th, 2010  Engadget

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It's with some surprise that we pen, finger to key to screen, praise for a 3D display — particularly one that is glasses-free (the staff is still a bit divided, for example, on [Nintendo's 3DS](#) screen). But here we go. Toshiba's [20-inch Regza 20GL1 3D set](#) was on hand at [CEATEC](#), and it's actually a set we could see ourselves comfortably watching for a given span of time. Viewing angles are none too shabby, the refresh rate doesn't visibly distract or inherently cause headaches, and at 720p, you can actually get an enjoyable image. The 56-inch concept conjured up a worthy picture as well, but then again, it's a prototype with no immediate purpose other than causing attendee awe at this point. If we had to fault it, we'd say that the viewing angles where you see two distinct perspectives (see the picture above for an example) are too wide, which means you'd have to be really careful about where you sit on the couch if you were to buy something like this for your den.

Also on hand was a notebook, which at this point just didn't cut it. Perhaps it's just too early in development, but what was saw had minimal depth and an unfortunately low resolution / perceived refresh rate; when the video loop it was playing switched to the Windows 7 UI, it looked grainy and extremely difficult to read — undoubtedly the side effect of trying to use a display designed for permanent 3D use in 2D mode.

That leaves us to talk about 12-inch 12GL1, and what can we express other than disappointment? The 466 x 350 resolution (yes, that's less than standard definition) is just awful, you can lose the 3D effect moving marginally to the left or right, depth is not pronounced, and medium-to-fast pace footage just doesn't work. For all the warm-yet-cautious approval we give to the 20GL1, its little brother is quite the black sheep, especially at ¥120,000 (\$1,443). Not that ¥240,000 for 20 inches is a bargain, but at least you're getting a quality screen... and for once, you don't actually need additional eyewear to enjoy it. Decidedly two-dimensional snapshots and video taken from an almost pitch-black showroom (i.e. very not optimal) can be found below.

Gallery: [Toshiba Regza GL1 3D series preview](#)



Continue reading [Toshiba Regza GL1 3D preview: no frills, no glasses, some issues \(video\)](#)

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## Call of Duty: Black Ops 3D on PS3, Windows and Xbox 360

 October 5th, 2010  [Pocket-lint 3D](#)

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Playable on Windows, Xbox and PS3 as long as you've got the 3D TV



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Call of Duty: Black Ops will also be playable in stereoscopic 3D when the game launches worldwide on 9 November, Activision has confirmed.

The latest game in the Call of Duty series will be playable in both 3D and non-3D on the Xbox 360, PlayStation 3 and the PC as long as gamers have 3D-ready televisions or monitors.

“Development of stereoscopic 3D began as an R&D project, but once we saw what the technology brought to the Call of Duty experience, what a great fit and how immersive it was, we knew that we had to develop it for Black Ops. Aiming down the sights of your weapons, flying in helicopters, rappelling down mountains, and moving through highly detailed environments are just some of the awesome experiences you will have in 3D with Black Ops”, says Mark Lamia, Studio Head of Treyarch.

“We made sure the experience is seamless for gamers to use with a simple menu option to enable stereoscopic 3D or disable it at any time whether playing in the single player campaign, multiplayer or Zombies”, added Lamia.

Call of Duty: Black Ops for Windows PC is Nvidia 3D Vision-Ready and supports stereoscopic 3D gaming using 3D Vision active-shutter glasses and Nvidia GeForce GPUs.

Gamers will be able to go three-dimensional from 9 November.

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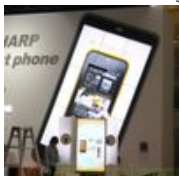
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## Sharp to unleash 3D smartphone

 October 5th, 2010  [Pocket-lint 3D](#)

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CEATEC unveiling on the cards



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Over in Tokyo, at the annual CEATEC expo, Sharp has set tongues a wagging with its 3D smartphone stand.

Back in September at IFA, [Pocket-lint was on hand](#) to see Sharp demoing autostereoscopic technology (which means no glasses required) and we were also told by a Sharp spokesman that the plan was to release something before the end of the year.

Sharp also used IFA 2010 to show off a [concept 3D smartphone](#), and we have to say that the pictures decorating its stand at CEATEC look pretty similar to that one.

Now, we all know that Sharp is the manufacturer responsible for the 3D aspects of Nintendo's forthcoming handheld, the 3DS, so maybe it isn't surprising that the Japanese company has a 3D phone up its sleeve and ready to go.

What is less obvious is where the phone will actually go on sale - after all, Sharp handsets have hardly sold well in Europe and the US in the past.

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## Toshiba's latest 3D TVs ditch the glasses

 October 4th, 2010  [Pocket-lint 3D](#)

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New 12-inch and 20-inch models launch at CEATEC in Japan



If the thought of watching 3D in your living room whilst wearing a pair of glasses is a little bit too much for you, then you might be interested in hearing the latest news from Toshiba from Japanese tech show CEATEC.

The company has just unveiled the world's first mass-produced, commercially available 3D TV without glasses.

There are actually two televisions going on sale: one with a screen size of 12 inches (30.5 cm) and another with 20 inches (50.8 cm), allowing viewers to get a three dimensional viewing experience comfortably, without the need to wear 3D glasses.

The products will be available by the end of December 2010 in Japan.

Glasses free 3D TV is the holy grail of 3D in the home with consumers and manufacturers keen to offer ways of getting around the need to don the specs.

According to Toshiba its new breakthrough "provides nine different perspectives (parallaxes) of each single 2D frame which the viewer's brain superimposes to create a 3-dimensional impression of the image".

The tech is enabled by a, "powerful engine and an algorithm to extrapolate these perspectives out of the 2D frame, [as well as] a perpendicular lenticular sheet, an array of lenses, that enable the viewer's brain to superimpose the perspectives. It also offers a wide viewing area in front of the display and allows movement of the eyes and head without disrupting the 3D image and without the discomfort sometimes associated with other 'glasses-less' 3D technologies".

Like OLED, Toshiba says the "small screen size 3D TVs without glasses are targeted at a small group of early adopters".

"The commercial launch of our 12-inch and 20-inch 3D TVs without glasses in Japan is a first step into the 3D future in the consumer home cinema market", says Sascha Lange. "But it will take several years to develop larger 3D TVs without glasses with screen sizes of 40-inch and more at a yet reasonable price point".

Tags: [Televisions](#) [Home Cinema](#) [Toshiba](#) [3DTV](#) [CEATEC2010](#)



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## Toshiba Regza GL1 wants you to put down the glasses, enjoy the 3D

 October 4th, 2010  [Engadget](#)

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Toshiba might have [abandoned OLED](#), but that doesn't mean the company is lacking ambition in the display-making field. Today it's using CEATEC 2010, Japan's biggest electronics expo, to make official that 21-inch [glasses-free 3D prototype](#) we've been [hearing about](#). It's lost an inch in becoming a retail product, with the 20GL1 offering a 20-inch diagonal, but the important multi-parallax picture transmission (employing a lenticular lens setup as used in [Philips' Dimenco](#)) remains the same. The new set, accompanied by a smaller 12GL1 model, will be shipping in Japan this December, and if it really does what it promises, the rest of the world should not be far behind.

**Update:** Japan's *Impress Watch* has [more details](#) for us, listing a 720p resolution for the 20-inch and a funky 466 x 350 on the 12-inch GL1. Prices are estimated at ¥240,000 (\$2,885) and ¥120,000 (\$1,443), respectively

**Gallery:** [Toshiba Regza 20GL1 press images](#)



**Gallery:** [Toshiba Regza 12GL1 press images](#)



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## Nintendo 3DS might update itself over WiFi, still won't cook you breakfast

 October 2nd, 2010  [Engadget](#)

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Careful, gamers on the go: your next handheld might be a hotspot hunter. Along with the "[tag mode](#)" Nintendo revealed earlier this week, where the [3DS](#) can seek out other similarly depth-endowed handhelds and exchange information automatically, comes a system called SpotPass, which enables connecting to any open hotspots -- even while sleeping like a baby. The purpose was ostensibly for passive downloading of game content and the like but, according to Nintendo prez Satoru Iwata, the company is pondering lumping automatic firmware updates into the mix. This would mean the 3DS would re-flash itself even while in suspended animation, in theory keeping software pirates and firmware buccaneers on their toes. As serious gamers who only purchase legal software (twice, just to be safe) this seems like a reasonable enough thing to do -- assuming we don't get any [bogus firmware](#) sneaking onto our \$300 handhelds.

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